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61 Designing model hypermedia applications
Franca Garzotto, Luca Mainetti, Paolo Paolini
April 1997 **Proceedings of the eighth ACM conference on Hypertext**
Full text available: pdf(969.28 KB) Additional Information: full citation, references, citings, index terms

Keywords: hypermedia application design, hypermedia models, model interaction, usability

62 XXL: a dual approach for building user interfaces
Eric Lecolinet
November 1996 **Proceedings of the 9th annual ACM symposium on User interface software and technology**
Full text available: pdf(1.96 MB) Additional Information: full citation, references, citings, index terms

Keywords: distributed interfaces, interface builders, iterative development, scripting languages, textual and visual equivalence, user interface software

63 Using metalevel techniques in a flexible toolkit for CSCW applications
Paul Dourish
June 1998 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 5 Issue 2
Full text available: pdf(292.97 KB) Additional Information: full citation, abstract, references, citings, index terms

Ideally, software toolkits for collaborative applications should provide generic, reusable components, applicable in a wide range of circumstances, which software developers can assemble to produce new applications. However, the nature of CSCW applications and the mechanics of group interaction present a problem. Group interactions are significantly constrained by the structure of the underlying infrastructure, below the level at which toolkits typically offer control. This article describe ...

Keywords: consistency control, consistency guarantees, data distribution, divergency, metalevel programming, open implementation, software architecture

64 Intermedia: The architecture and construction of an object-oriented hypemedia system

and applications framework
Norman Meyrowitz
June 1986 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications**, Volume 21 Issue 11

Full text available: pdf(1.96 MB) Additional Information: full citation, abstract, references, citings, index terms

This article presents a case study of the development of the Intermedia system, a large, object-oriented hypermedia system and associated applications development framework providing sophisticated document linkages. First it presents the educational and technological objectives underlying the project. Subsequent sections capture the process of developing the Intermedia product and detail its architecture and construction, concentrating on the areas in which object-oriented technology has ha ...

65 Transportable applications environment (TAE) plus experiences in "Object"-ively modernizing a user interface environment
Martha R. Szczur, Philip Miller
January 1988 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications**, Volume 23 Issue 11

Full text available: pdf(1.64 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes the evolution of the Transportable Applications Executive (TAE) (developed at NASA/Goddard Space Flight Center) from a traditional procedural menu and command-oriented system to an object-oriented, modeless user interface management system, known as TAE Plus. The impetus for developing this environment and early experiments which led to its current implementation are addressed. The current version of TAE Plus provides design and prototyping functions, working in tandem ...

66 Serverless network file systems
T. E. Anderson, M. D. Dahlin, J. M. Neefe, D. A. Patterson, D. S. Roselli, R. Y. Wang
December 1995 **ACM SIGOPS Operating Systems Review , Proceedings of the fifteenth ACM symposium on Operating systems principles**, Volume 29 Issue 5

Full text available: pdf(2.48 MB) Additional Information: full citation, references, citings, index terms

67 Fast and flexible application-level networking on exokernel systems
Gregory R. Ganger, Dawson R. Engler, M. Frans Kaashoek, Héctor M. Briceño, Russell Hunt, Thomas Pinckney
February 2002 **ACM Transactions on Computer Systems (TOCS)**, Volume 20 Issue 1

Full text available: pdf(500.67 KB) Additional Information: full citation, abstract, references, citings, index terms

Application-level networking is a promising software organization for improving performance and functionality for important network services. The Xok/ExOS exokernel system includes application-level support for standard network services, while at the same time allowing application writers to specialize networking services. This paper describes how Xok/ExOS's kernel mechanisms and library operating system organization achieve this flexibility, and retrospectively shares our experiences an ...

Keywords: Extensible systems, OS structure, fast servers, network services

68 Draft report on requirements for a common prototyping system
R. P. Gabriel
March 1989 **ACM SIGPLAN Notices**, Volume 24 Issue 3

Full text available: pdf(4.76 MB) Additional Information: full citation, citings, index terms

69 Query evaluation techniques for large databases

Goetz Graefe

June 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 2

Full text available: pdf(9.37 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Database management systems will continue to manage large data volumes. Thus, efficient algorithms for accessing and manipulating large sets and sequences will be required to provide acceptable performance. The advent of object-oriented and extensible database systems will not solve this problem. On the contrary, modern data models exacerbate the problem: In order to manipulate large sets of complex objects as efficiently as today's database systems manipulate simple records, query-processi ...

Keywords: complex query evaluation plans, dynamic query evaluation plans, extensible database systems, iterators, object-oriented database systems, operator model of parallelization, parallel algorithms, relational database systems, set-matching algorithms, sort-hash duality

70 The design and implementation of HoME

Kazuhiro Ogata, Satoshi Kurihara, Mikio Inari, Norihisa Doi

July 1992 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 1992 conference on Programming language design and implementation**, Volume 27 Issue 7

Full text available: pdf(1.21 MB) Additional Information: full citation, abstract, references, citings, index terms

HoME is a version of Smalltalk which can be efficiently executed on a multiprocessor and can be executed in parallel by combining a Smalltalk process with a Mach thread and executing the process on the thread. HoME is nearly the same as ordinary Smalltalk except that multiple processes may execute in parallel. Thus, almost all applications running on ordinary Smalltalk can be executed on HoME without changes in their code. HoME was designed and implemented based on the following ...

71 ITS: a tool for rapidly developing interactive applications

Charles Wiecha, William Bennett, Stephen Boies, John Gould, Sharon Greene

July 1990 **ACM Transactions on Information Systems (TOIS)**, Volume 8 Issue 3

Full text available: pdf(2.61 MB) Additional Information: full citation, abstract, references, citings, index terms, review

The ITS architecture separates applications into four layers. The action layer implements back-end application functions. The dialog layer defines the content of the user interface, independent of its style. Content specifies the objects included in each frame of the interface, the flow of control among frames, and what actions are associated with each object. The style rule layer defines the presentation and behavior of a family of interaction techniques. Finally, the style program layer i ...

72 Office-by-example: an integrated office system and database manager

Kyu-Young Whang, Art Ammann, Anthony Bolmarcich, Maria Hanrahan, Guy Hochgesang, Kuan-Tsae Huang, Al Khorasani, Ravi Krishnamurthy, Gary Sockut, Paula Sweeney, Vance Waddle, Moshé Zloof

October 1987 **ACM Transactions on Information Systems (TOIS)**, Volume 5 Issue 4

Full text available: pdf(2.86 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Office-by-Example (OBE) is an integrated office information system that has been under development at IBM Research. OBE, an extension of Query-by-Example, supports various office features such as database tables, word processing, electronic mail, graphics, images, and so forth. These seemingly heterogeneous features are integrated through a language feature called example elements. Applications involving example elements are processed by the database manager, an integrated ...

73 A framework for undoing actions in collaborative systems
Atul Prakash, Michael J. Knister
December 1994 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 1 Issue 4

Full text available: pdf(2.54 MB) Additional Information: full citation, abstract, references, citings, index terms

The ability to undo operations is a standard feature in most single-user interactive applications. We propose a general framework for implementing undo in collaborative systems. The framework allows users to reverse their own changes individually, taking into account the possibility of conflicts between different users' operations that may prevent an undo. The proposed framework has been incorporated into DistEdit, a toolkit for building group text editors. Based on our experience with Dist ...

Keywords: DistEdit, computer-supported cooperative work, concurrency control, groupware, selective undo, state recovery, undo, user recovery

74 Session IV - hypertext systems: Intermedia: issues, strategies, and tactics in the design of a hypermedia document system
L. Nancy Garrett, Karen E. Smith, Norman Meyrowitz
December 1986 **Proceedings of the 1986 ACM conference on Computer-supported cooperative work**

Full text available: pdf(1.20 MB) Additional Information: full citation, abstract, references, citings

A hypermedia system provides a tool for cooperative work by allowing writers and designers to share a network of linked documents where they can create documents, link their own and others' documents together, and leave notes for one another. This paper discusses issues that designers need to address in the development of hypermedia systems. Major issues involve what kind of linking, contexts, and visual modeling the system provides. The composite of the answers to these issues determines the na ...

75 Document Formatting Systems: Survey, Concepts, and Issues
Richard Furuta, Jeffrey Scofield, Alan Shaw
September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3

Full text available: pdf(5.36 MB) Additional Information: full citation, references, citings, index terms

76 Interactive generation of graphical user interfaces by multiple visual examples
Ken Miyashita, Satoshi Matsuoka, Shin Takahashi, Akinori Yonezawa
November 1994 **Proceedings of the 7th annual ACM symposium on User interface software and technology**

Full text available: pdf(1.16 MB) Additional Information: full citation, abstract, references, citings, index terms

The construction of application-specific Graphical User Interfaces (GUI) still needs considerable programming partly because the mapping between application data and its visual representation is complicated. This study proposes a system which generates GUIs by generalizing multiple sets of application data and its visualization examples. The most notable characteristic of the system is that programmers can interactively modify the mapping by "correcting" the system-generated vis ...

Keywords: constraint hierarchies, graphical user interfaces, programming by example, visual parsing, visualization

77 Collaborative conceptual schema design: a process model and prototype system
Sudha Ram, V. Ramesh
October 1998 **ACM Transactions on Information Systems (TOIS)**, Volume 16 Issue 4

Full text available: pdf(677.75 KB) Additional Information: full citation, abstract, references, citings, index terms, review

Recent years have seen an increased interest in providing support for collaborative activities among groups of users participating in various information systems design tasks such as, requirements determination and process modeling. However, little attention has been paid to the collaborative conceptual database design process. In this article, we develop a model of the collaborative conceptual schema development process and describe the design and implementation of a graphical multiuser c ...

Keywords: collaboration, conceptual modeling, database design, graphical CASE tools, groupware, semantic modeling

78 Between u and i: iStuff: a physical user interface toolkit for ubiquitous computing environments

Rafael Ballagas, Meredith Ringel, Maureen Stone, Jan Borchers
April 2003 **Proceedings of the conference on Human factors in computing systems**

Full text available: pdf(645.22 KB) Additional Information: full citation, abstract, references, index terms

The iStuff toolkit of physical devices, and the flexible software infrastructure to support it, were designed to simplify the exploration of novel interaction techniques in the post-desktop era of multiple users, devices, systems and applications collaborating in an interactive environment. The toolkit leverages an existing interactive workspace in-frastructure, making it lightweight and platform independent. The supporting software framework includes a dynamically configurable intermediary to s ...

Keywords: development tools, input and interaction technologies, intermediation, programming environments, tangible user interfaces, ubiquitous computing, user interface toolkits, wireless devices

79 Scheduler activations: effective kernel support for the user-level management of parallelism

Thomas E. Anderson, Brian N. Bershad, Edward D. Lazowska, Henry M. Levy
February 1992 **ACM Transactions on Computer Systems (TOCS)**, Volume 10 Issue 1

Full text available: pdf(2.04 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Threads are the vehicle for concurrency in many approaches to parallel programming. Threads can be supported either by the operating system kernel or by user-level library code in the application address space, but neither approach has been fully satisfactory. This paper addresses this dilemma. First, we argue that the performance of kernel threads is inherently worse than that of user-level threads, rather than this being an artifact of existing ...

Keywords: multiprocessor, thread

80 Issues in the design of a flexible distributed architecture for supporting persistence and interoperability in collaborative virtual environments

Jason Leigh, Andrew E. Johnson, Thomas A. DeFanti
November 1997 **Proceedings of the 1997 ACM/IEEE conference on Supercomputing (CDROM)**

Full text available: pdf(278.72 KB) Additional Information: full citation, abstract, references, citings

CAVERN, the CAVE Research Network, is an alliance of industrial and research institutions equipped with CAVE-based virtual reality hardware and high-performance computing resources, interconnected by high-speed networks, to support collaboration in design, education, engineering, and scientific visualization.CAVERNsoft is the collaborative software backbone for CAVERN. CAVERNsoft uses distributed data stores to manage the wide range

• Results (page 4): multiple user application simultaneously modify design of data volumes (from a few bytes to several terabytes) that ar ...

Keywords: collaborative, persistence, reality, scalable, virtual

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